

For this assignment 6, I made it so users are able to have a better UX through implementing essential functionalities. There are custom media control buttons. These buttons allow play, pause, rate change, stop and rewind. There is a dropdown menu incorporated for timestamps allowing the user to jump to the middle or end of the video. I then replaced the alert we had in class as Craig did share that to be bad UX. A message shows below the video recognizing the end and sharing a tip. In my previous assignment I was told in the feedback section to have snippets of code as well as explanations for it. Below I will explain the buttons used in my JS code, dropdown menu and event driven response. Event Listeners are attached so buttons and dropdowns work as I've intended for them to do so.

Play button: Event listener attached to play button allowing video to play when the button has been clicked

```
playButtonObj.addEventListener('click', function() {  
    vidObj.play();
```

Pause Button: Event listener attached to pause button allowing video to pause when clicked

```
pauseButtonObj.addEventListener('click', function() {  
    vidObj.pause();
```

Change Rate Button: Playback speed can be increased by user by 2x when clicked

```
changeRateButtonObj.addEventListener('click', function() {  
    vidObj.playbackRate = 2;
```

Stop Video Button: When this is clicked the video stops playing and while staying paused reverts back to the beginning of the video

```
stopButtonObj.addEventListener('click', function() {  
    vidObj.pause();  
    vidObj.currentTime = 0;
```

Rewind Video Button: When clicked, 10 seconds is rewinded in the video. The '-=' operator is for reducing time from the vidObj.currentTime property

```
rewindButtonObj.addEventListener('click', function() {  
    vidObj.currentTime -= 10;
```

Drop Down Menu for Video and timestamps: This code snippet shows the control over video selection through the attached event listener. The drop down menu is selected, and my code says:

"...videoSelectorObj.addEventListener('change', function() {" rather than click as it did for the buttons. If and else if conditional statements have control over the selection in the dropdown menu and video timestamps in response to what the user decides. The vidselectorobj.value is essential for making sure the right video is displayed. As you can see I included the comments.

```
videoSelectorObj.addEventListener('change', function() {  
    if (videoSelectorObj.value === 'timestamp1') {  
        vidObj.currentTime = 29; // Jump to the middle of the video @ 29 seconds  
    } else if (videoSelectorObj.value === 'timestamp2') {  
        vidObj.currentTime = 59; // Jump to the end of the video @ 59 seconds  
    }  
    vidObj.src = videoSelectorObj.value;
```

Message after end of video: This code snippet allows message to show at bottom of video. The event listener function updates the html content of the messageObj; The refreshing idea of using innerHTML was from Craig in lecture saying to do that rather than the alert.

```
vidObj.addEventListener('ended', function() {  
    messageObj.innerHTML = "Thanks for watching!! Remember to use the side of your car to break up the sand in your shoes";
```